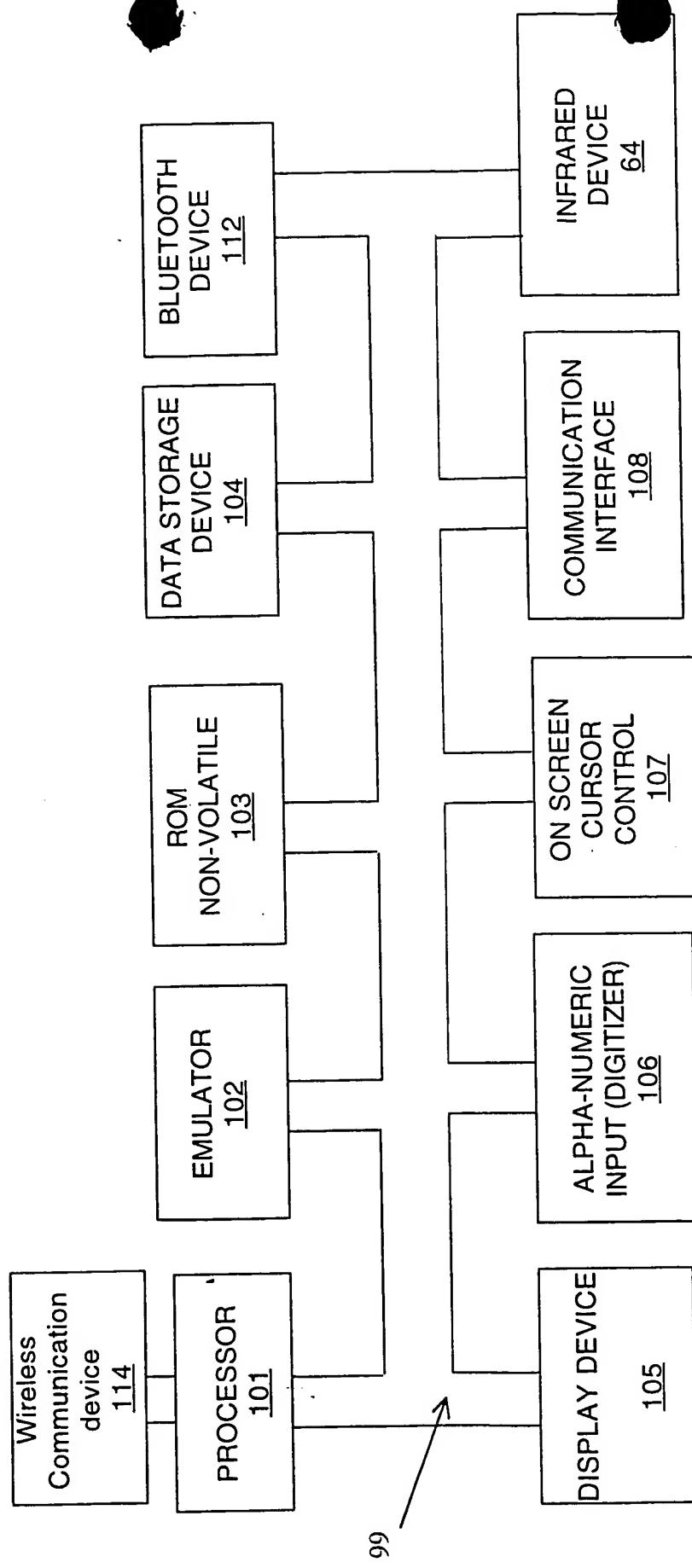


FIG. 1



200 320 390 340 362 360 390 361 390 330

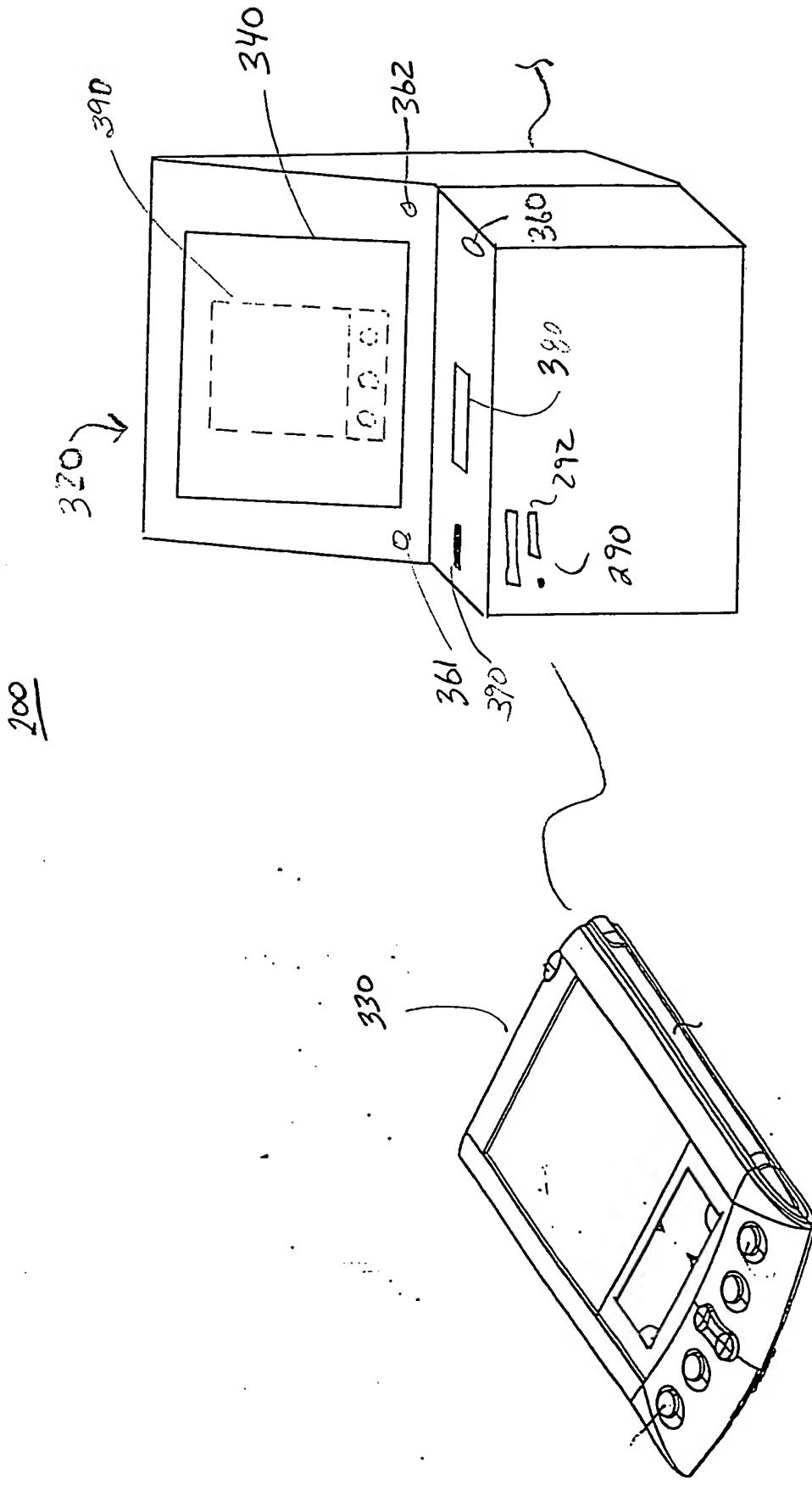


FIG. 2

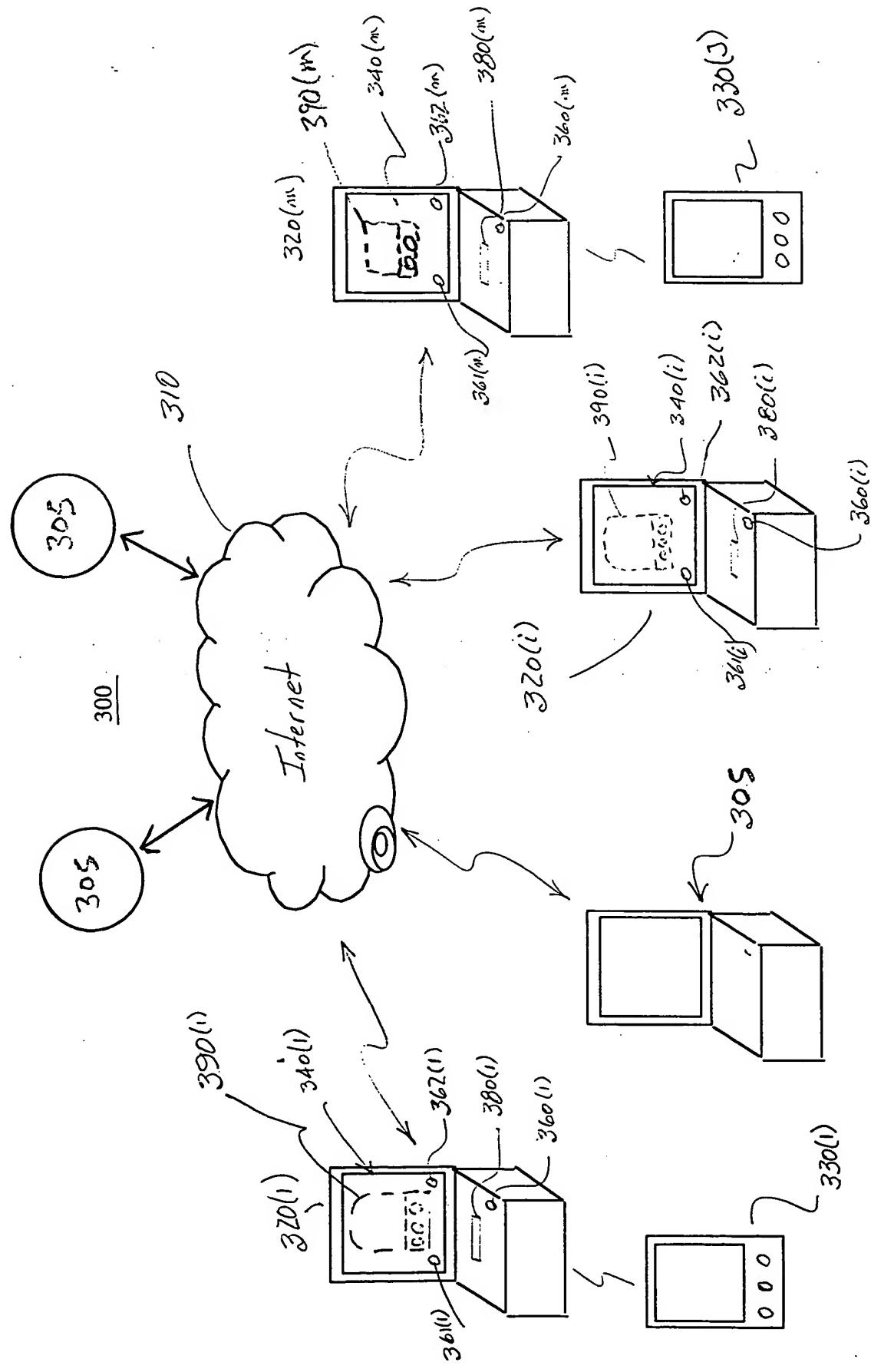


FIG. 3

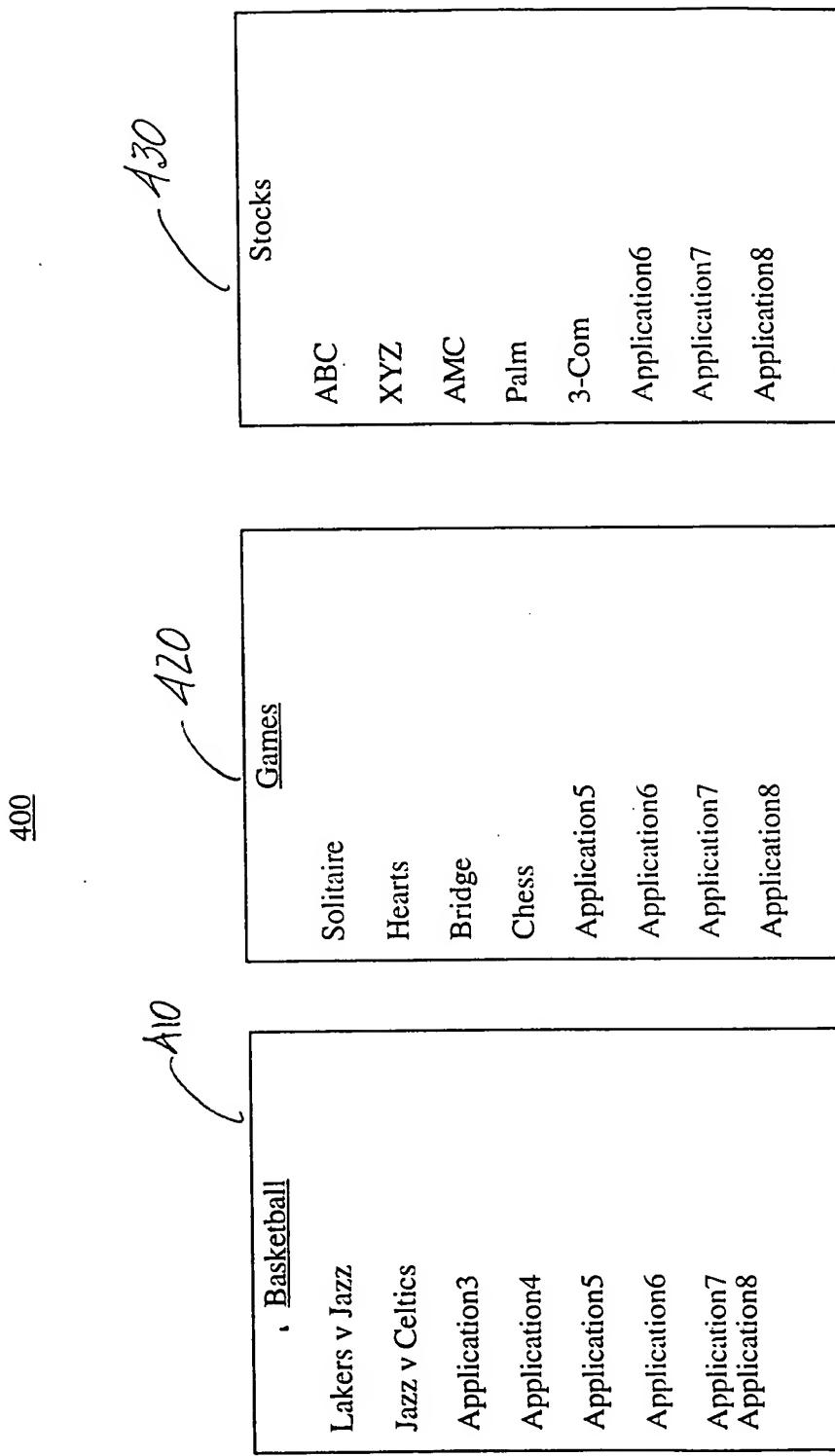


FIG. 4

600

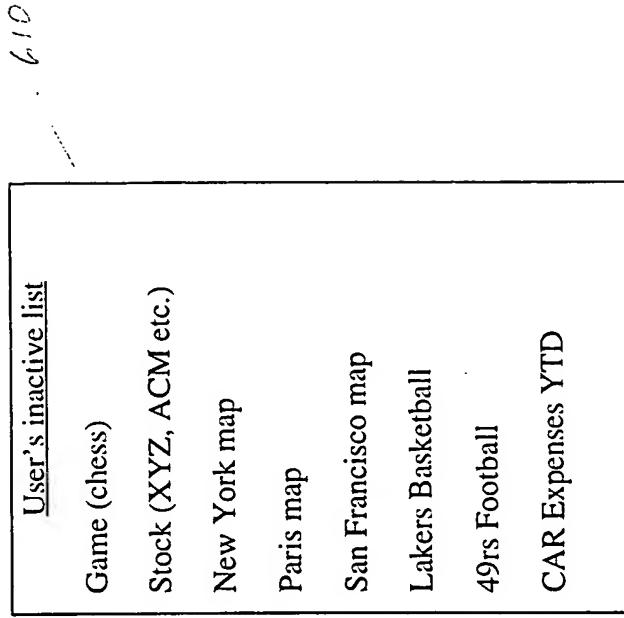


FIG. 5

700

BEGIN

HANDHELD DEVICE ESTABLISHES COMMUNICATION WITH
SOFTWARE ATM AND IDENTIFIES ITSELF WITH CODE
(710)

THE SOFTWARE ATM DISPLAYS A DESIRED DIRECTORY OF
SOFTWARE TITLES OFFERED BY THE SOFTWARE ATM,
DIRECTORY IS ONE OF MANY AND THEY CAN BE CATEGORY BASED
(720)

THE USER SELECTS A SOFTWARE TITLE FROM THE
DISPLAYED DIRECTORY OR LISTING
(730)

THE USER CAN OPTIONALY EMULATE THE SELECTED SOFTWARE
TITLE ON AN EMULATED IMAGE OF THE HANDHELD DEVICE WHICH
APPEARS ON THE DISPLAY OF THE SOFTWARE ATM
(740)

USER INITIATES PURCHASE OF THE SELECTED SOFTWARE TITLE
(750)

AFTER PURCHASE IS COMPLETE, THE SOFTWARE ATM
DOWNLOADS THE SELECTED SOFTWARE TITLE ONTO THE
HANDHELD DEVICE WHICH INSTALLS IT
(760)

END

FIG. 6

2000 2000 2000 2000 2000

800

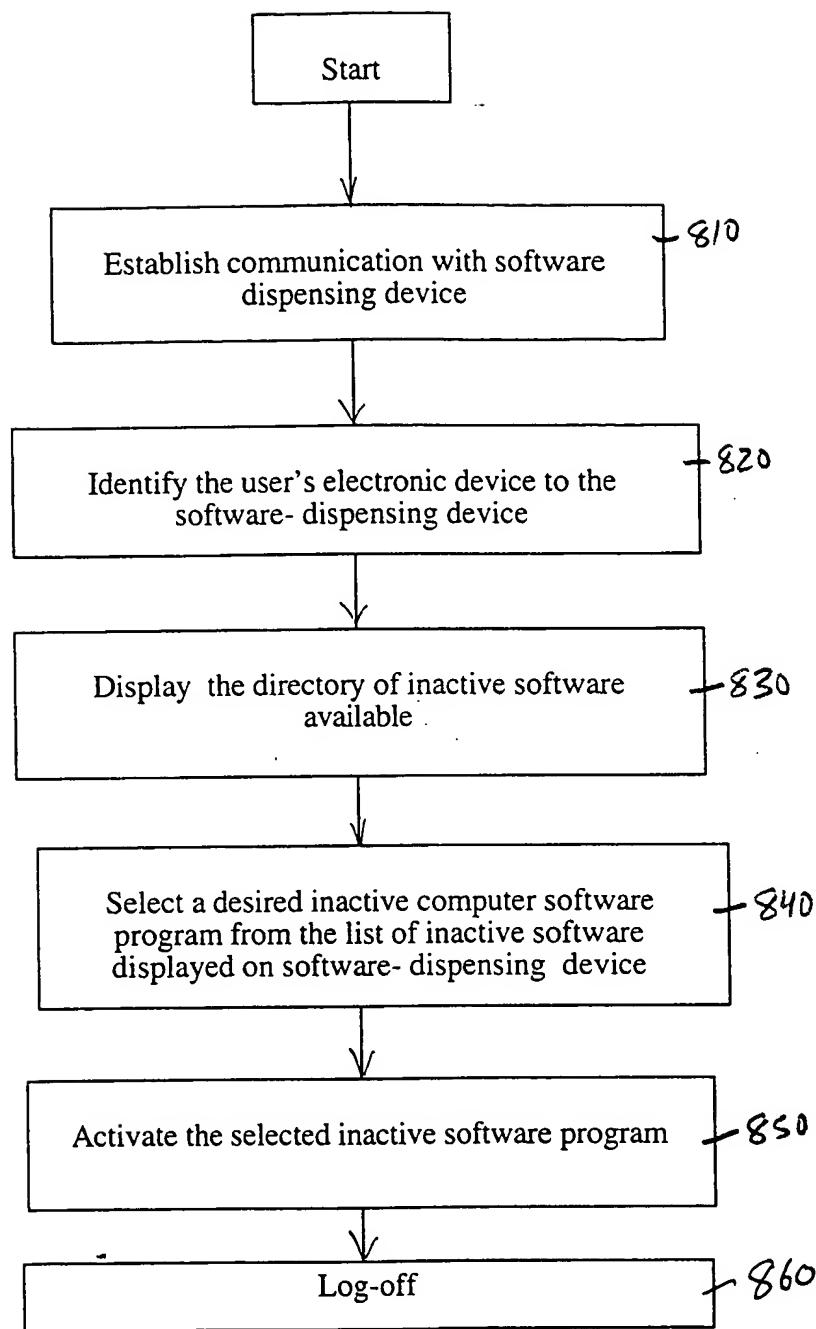


FIG 7

200 200 200 200 200 200

900

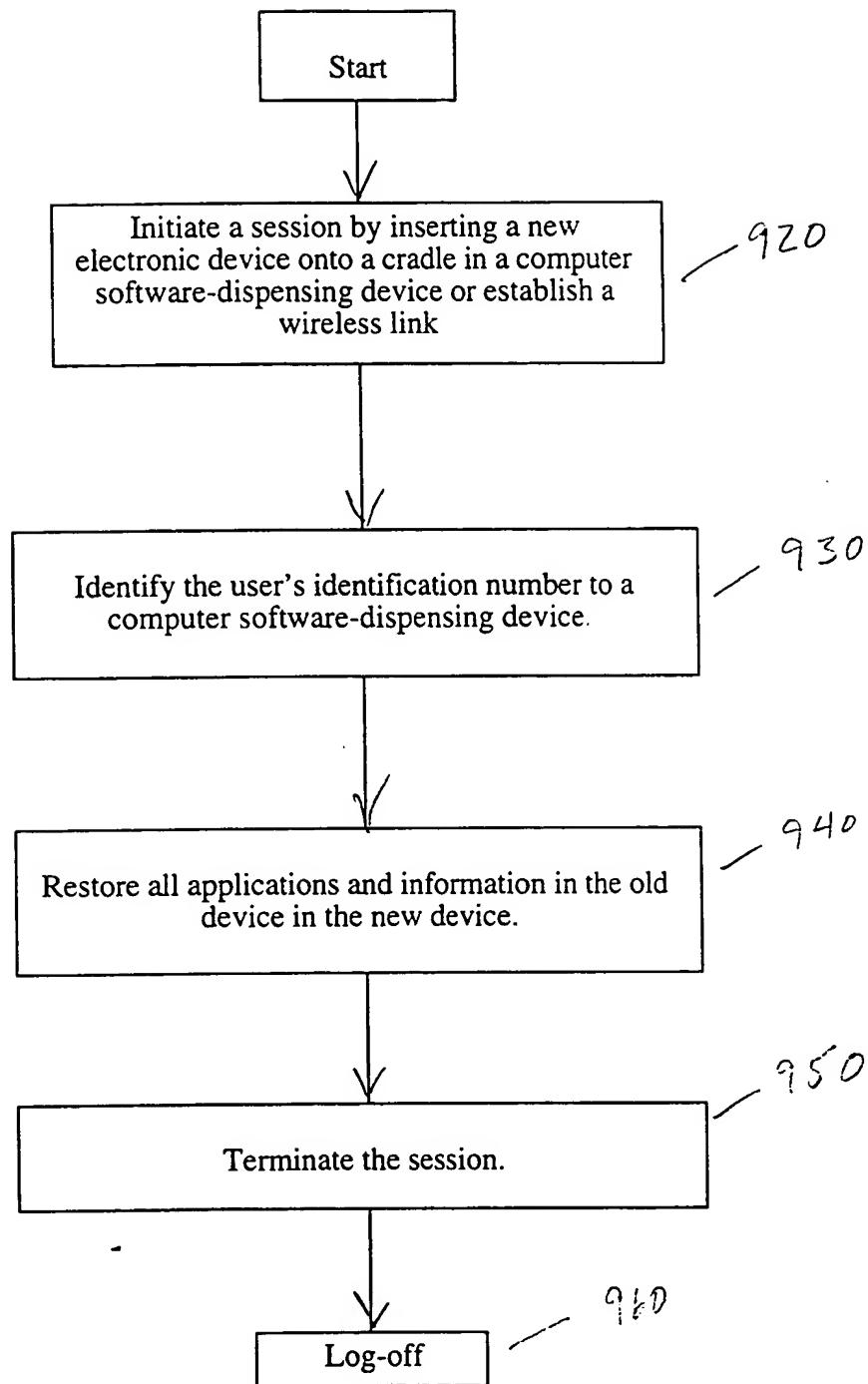


FIG 8

1000

<u>Basketball</u>
Application1
Application2
Application3
Application4
Application5
Application6
Application7
Application8

<u>Games</u>
Application1
Application2
Application3
Application4
Application5
Application6
Application7
Application8

<u>Stocks</u>
Application1
Application2
Application3
Application4
Application5
Application6
Application7
Application8

FIG. 9